

GAMES

Appendix T

⊕T Games

Making ⊕T games using cubes, stones, and cards is easy.

General Game Considerations

All physical games need a play area. For these games, a tabletop is good, but so is a smooth, flat floor.

Basic Game Rules

For the first game, the youngest player goes first. For later games, other ways to decide who goes first should be used, such as Rock-Scissors-Paper, or rolling a cube. Any fair method is okay. Sometimes the best thing to do is let the player who did the worst in the last game go first in the next one.

All of these games are turn-based games. Only one player gets a turn at a time. The next player's turn begins only when the current player's turn is finished.

Turns always pass to the left.

A player may always quit. That player's things are removed from the play area, and play continues normally. No change the player who left had on the game matters in the rest of the game.

All of the rules must be revealed to the players before the game begins.

All of the rules must be as fair as possible.

Games are a way for you to explore your own creativity. Invent your own games. Be creative. Have fun!

If a game is not fun, change the rules to make it fun.

Phonics Cubes

What you need:

3 cubes

a way to write on the cubes

a way to keep score

The cubes can be made from anything that holds a shape, like wood, plastic, or clay. Modeling clay and a stylus are good

for practicing making cubes. Dice and stickers also work. Wooden cubes can be marked with a marker. The way to keep score can be coins, stones, paper and pencil, chalk and a chalkboard, or just a good memory. Use whatever works.

For the phonics game, three cubes are needed.

Cube 1 is red. Mark the sides are with Γ, [, I,], ▿, and 0 (IL). The bottoms of Γ and ▿ along with [and] should be written so that one is above the other with one symbol upside down then underlined on their common edges so that they look different.

Cube 2 is yellow. Mark the sides with } , { , | , ÷ , ÷̄ , and . (BEL). The bottoms of } and { along with { and ÷̄ should be facing one another and underlined on their common edges so that they look different.

Cube 3 is blue. Mark it like Cube 1.

Playing Phonics Cubes

Phonics Cubes can be played by one or more players. Each player takes a turn in order rolling the cubes and making syllables. Syllables are made by placing Cubes 1, 2, and 3 together in order (red, yellow, blue). The dot (BEL) on Cube 2 is wild. The current player chooses the vowel.

The current player pronounces the syllable. If the players agree that the pronunciation is correct, the current player scores points. A player may challenge and give a different pronunciation. If the challenging player is correct, that player scores the points, and the current player scores no points. If the challenging player is incorrect, that player loses one point (if the player has any points to lose), and the current player gets one extra point for correct pronunciation (but no points for incorrect pronunciation).

If the roll makes a syllable for a ⊕T

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LET, the player can score an extra point by saying '+1'. Players get one point per cube, but the dot (BEL) scores no point. If a player rolls, organizes, correctly pronounces, and identifies 0.0 ('BEL, the Beast with the Button Nose'), the player scores five points.

A time limit can be used, or players can play until a chosen score is reached (like fifty). Once a player scores the chosen amount, each other player has one more turn. After that, the high score wins. For a tie, there can be rounds of roll-offs

where each tied player has one chance each until a round ends with a highest score, or there can be more than one winner.

Teachers and better players can referee games and have beginning players write a list of syllables scored. The winning player can then be quizzed by the referee who chooses syllables from the list. The winning player must say all of the syllables correctly, or the win does not count. (Hint to referees: Help out the really little ones. They need to win often.)

Syllable Stones

Many games can be played with Syllable Stones.

What you need:

- 30 smooth, flat objects all about the same size and shape
- a way to write on the things
- a way to store the things
- a way to keep score

The flat objects are called 'stones'. It doesn't matter if they are made of stone, wood, or anything else. Stones can be made from aquarium beads, coins, buttons, dominos, or even pieces of cardboard. Use whatever works. Aquarium beads marked with an indelible marker (that is, permanent marker) work nicely. Coins with stickers are nice too.

Stones need a container. Stones have to be drawn from the container without looking, so the opening will have to be big enough for fingers to reach the bottom. Small drawstring bags work well, but an old sock is just as good.

Each player in a playgroup should have a unique set of stones. If one player uses pennies to make stones, no other player in that player's playgroup should use pennies to make stones (unless of course the stones are marked with a different color). Beads and buttons come in many colors and styles. When making stones, it is best for each player to use one style and color of stones to allow as many other players as possible to choose a different style or color. That way, it will be easy for players to know which stones are theirs. It is also good to keep a few extra blank stones around. Stones are easy to lose, and it never hurts to be able to make a spare.

Note: when making stones, some of the syllables such as ↑ can be confused with other LETs such as ←. It is a good idea to put a little dot under those LETs.

Stones are marked with ⊕T letters on one side and fractions on the other.

Primaries:

- ♡ 0/0
- T 0/1
- = 1/1
- ? 0/2
- I 1/2
- U 2/2
- b 0/3
- ⊙ 1/3
- ω 2/3

H 3/3

♂ 0/4

♀ 1/4

Dimensions:

↑ 2/4

↓ 3/4

: 4/4

← 0/5

→ 1/5

Senses:

C 2/5

D 3/5

* 4/5

△ 5/5

□ 0/6

Elements:

± 1/6

|| 2/6

! 3/6

火 4/6

~ 5/6

Numbers:

6/6

⊕ #/#

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Syllable Stones Words and Sentences (SSWordS) - a game for two or more players)

For SSWordS ('Swords'), each player uses a full set of stones. Players shuffle their stones by shaking the container. The first player then reaches into the container and draws a stone. The stone is placed onto the play area. The player must pronounce the letter correctly. Scoring and challenge rules work just like in Phonics Cubes.

The next player draws a stone and places it to the left or right of the first stone to make a word. The player must correctly pronounce the word. The player must then explain what the word means. The other players then decide whether or not the word is a good one. Bonus points can be awarded by the group for especially good ideas. Players can challenge just as in Phonics Cubes. If there is a tie, tied players share the points, rounded up or down using the rounding rule.

The stones in play can be rearranged to make words and sentences. Spaces () are free. As long as a player can successfully explain the meaning of the words and sentences, play continues. Play stops when no player is able to make meaning of the stones or when the stones run out, whichever comes first.

This game can be played in a series of rounds so that every player gets a chance to go first. Optional: Blank stones can be included and can be any letter.

Syllable Stones Oracle

Syllable Stones Oracle is a solitaire game. A player defines an x and a y axis at

right angles to one another. The player then thinks of a question and draws five stones. The player then shakes the stones and casts them onto the play area. Using the x and y axis, from top to bottom and left to right, the stones are arranged into a line. Stones that fall letter-side down are turned letter-side up.

The player tries to read the stones as a sentence according to the basic Universal-Language rule of grammar (that is., who, what, where, when, and why). The player then tries to read the stones using any grammar at all. Finally, the player rearranges the stones to make the clearest sentence possible using any reasonable meanings.

The sentences made (if any) are possible answers to the question. Hint: Derivative meanings are helpful. For example, → means 'to the right', but the phonetic equivalent in English also means 'correct'. ← means 'to the left', but it can also mean 'remain'. Do not limit yourself in interpreting the meanings of the stones or which languages you use to understand them.

A player can include a blank stone which can mean anything the player wants it to mean.

Suggestion: Thought changes reality. Do not play this game too often.

Other Phonics Cubes and Syllable Stones Games

Phonics Cubes and Syllable Stones are good for playing many games of your own design. Be creative. Have fun! You can use the fraction sides to play domino games too.



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⊕T Cards

Cards have been around for a long time and can be used to play many games.

What you need:

54 or 64 cards with the same backs
a way to mark the cards (like an indelible marker)

For making ⊕T Cards, you are in luck.

A standard deck of playing cards contains 54 cards, so one deck will work for the basic game, and a second deck with the same backs will work for the advanced game. The upper right and lower left

corners of most playing cards are blank so they can be re-marked. Index cards are blank on both sides. Colors can be marked with crayons. Be sure to mark which edge is the top or bottom. In the game of Powers, it matters.

The easiest and least expensive way to make ⊕T Cards is to use a standard deck of playing cards and an indelible marker (that is, a permanent marker). Cards can be marked according to the following chart.

<u>UL</u>	<u>SPC</u>	<u>Color</u>												
♡	A♡	red	↑	A◇	orange	±	K◇	green	^	A♠	blue	#	Q♣	violet
T	2♡	red	↓	2◇	orange		Q◇	green	v	2♠	blue	0	10♣	violet
=	3♡	red	:	3◇	orange	!	JKR	green	▷	3♠	blue	1	A♣	violet
?	4♡	red	←	4◇	orange	火	Q♠	green	<	4♠	blue	2	2♣	violet
I	5♡	red	→	5◇	orange	~	K♠	green	>	5♠	blue	3	3♣	violet
U	6♡	red										4	4♣	violet
b	7♡	red										5	5♣	violet
⊙	8♡	red	C	6◇	yellow	(J♡	gray	+	6♠	indigo	6	6♣	violet
ω	9♡	red	D	7◇	yellow)	J◇	gray	-	7♠	indigo	7	7♣	violet
A	10♡	red	*	8◇	yellow	_	jkr	gray	.	8♠	indigo	8	8♣	violet
♁	K♡	red	△	9◇	yellow	{	J♠	gray	x	9♠	indigo	9	9♣	violet
♀	Q♡	red	□	10◇	yellow	}	J♣	gray	/	10♠	indigo	⊕	K♣	violet

[The following card game, **POWERS**, was designed by Father ♡ as an educational tool for ⊕T kids. It is a framework for gameplay. ⊕T kids extensively tested the game, noting its strengths and weaknesses and then revised the rules and cards. The cards for **POWERS** are revised and redesigned annually, and more current versions include the extended ⊕T LETs in addition to cards for the Elder signs. The only constant rules for **POWERS** are the constraints that only one of any particular card may be allowed in a deck, every player must be allowed to use any card in the set, and every player must be allowed to know all of the rules, which must be as fair as possible. The rules presented here represent the basic framework of the game, but through numerous revisions, the game has been radically transformed. The following rules are provided as historical documentation of the initial draft of the game. For the current version of the game, go to any ⊕T academy. Many dedicated **POWERS** players are looking forward to the completion of expanded ⊕T after which the card pool is expected to increase dramatically. ♡ANON]

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POWERS

Introduction

POWERS is a game for two or more players. Each player is a leader competing to produce. The cards have powers that can be used to meet production goals.

Objectives

Each leader tries to produce. Stones are resources that must be gathered, developed, and produced to score production points. One produced stone scores one production point. A leader needs to score 20 production points to be promoted. The first leader to be promoted wins. If multiple leaders meet their productivity goals at the same time, they all win. Leaders can have negative scores.

Where Cards Belong

Cards belong with their decks and with the leader using each deck. If a card goes to a recycle bin, hand, or deck, it goes to its recycle bin, hand, or deck.

Preparation

What each leader needs:

Phonics Cubes

Syllable Stones

⊕T Cards

A way to keep score

How to Play

The best way for a person to learn how to play POWERS is for someone else to teach it to that person. The game is far too complex for this guide to explain everything that can happen in the game.

Card Sides

Cards have six sides: top, bottom, left, right, front, and back. Both sides are marked with four elements:

bottom	earth	±
top	air	
left	fire	火
right	water	~

Starting Out

Each player begins with a deck of 54 ⊕T cards. The 10 Elder cards are set aside for later use. Leaders shuffle their own decks. For tournament play, another shuffle is offered to the leader on the right. Choose someone to go first. Each leader draws six cards. Play passes to the left.

Game Areas

deck	where all of a leader's cards start out
hand	six cards to start
recycle bin	where used cards go
stone pile	each leader starts out with a pile of 28 Syllable Stones
workshop	where gathered and developed stones are kept

There are also two play areas that everyone can use:

workplace	where followers are set
pile	a part of the workplace where powers are used

The Colors

Most cards are one of eight colors: red, orange, yellow, green, blue, indigo, violet, and gray. Sometimes cards are face down on the workplace. Face-down cards on the workplace are undistinguished followers and have all eight colors. Elder cards are clear. For purposes of gameplay, clear is not a color.

Moments

Starting with the first player and going around to the left in a circle, each leader gets a moment. There are three stages in a moment, DRAW (S1), SET (S2), and PILE (S3).

S1 READY - The current leader draws a card and resets all followers. Followers are reset by placing them earth-side down. Resetting followers does not pile powers.

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S2 SET - The current leader may set one card. If the leader does not set a card, the leader says, 'Go'.

S3 GO - Starting with the current leader and moving to the left, leaders may pile powers. If a leader does not want to pile, that leader says 'pass'. Once all leaders have passed in order, the pile is cleared starting with the top card. If the current leader passes and all other leaders pass, the moment ends.

Any power that can be used at a time other than S3 does not pile.

Energy

Most followers can provide energy (!). Many powers require energy to pile. Energy requirements are listed in brackets ([#!]) before the power. A power that reads '+1!' lets a leader provide one point of energy that moment. '+5!' is five points of energy. Use energy wisely. After the current moment, the energy is gone. The energy requirement must be met before a follower is turned and a power is piled or a card is piled from a hand. Providing and using energy does not pile.

SET and PILE

Two things can be done with a card in hand, SET or PILE. To set a card, the leader chooses a held card, uses the amount of power indicated on the card to set it, and puts it in the workplace earth-side down. If the card has a SET power, that power works at this time. The set card becomes a follower. The follower is set earth-side down.

To pile a follower's power, turn the card so that the correct element symbol is down. Mind powers (!:) are piled from a hand. If there are already powers on the pile, the most recently piled power goes on top.

Held cards and followers can be piled. A piled power is put onto the pile on top of powers that are already on the pile. The leader says what power is piled. When a leader piles, everyone else gets a chance to pile before the pile is cleared. There is

an order to this. The current leader has the opportunity to pile first followed by the leader to the left, and so on.

Note: The pile can be a theoretical game area. Cards do not actually have to be stacked on top of one another. As long as everyone can remember the order in which powers have been piled, everything will work out fine.

Variant: If all leaders agree before the games starts, the game can be a 'twitch' game where leaders do not need permission to pile and use physical-reaction speed to pile. This is not a proper variant for most tournaments.

Clearing the Pile

Once all leaders are finished piling, the power on top of the pile is cleared first. The power's leader decides what the power does. This may affect other powers on the pile under it. If a power is removed from the pile before it clears, that power fails. When mind powers clear, the cards go to their recycle bins. When follower powers clear the pile, the followers remain in the workspace with the same side down as they were when their powers piled. As each power is cleared from the pile, each leader starting with the current leader and moving left in order may pile again before the pile has been cleared.

Powers can only be piled during S3. During S3, once the pile has cleared, the current leader may start piling on the commons again. If the current leader does not want to pile, the leader says 'pass'. In the usual order, the other leaders are given an opportunity to pile. If the opportunity to pile comes back to the current leader, and the pile is clear, the moment ends.

Turning On Follower Powers

When a follower is turned, it is rotated it to the left or right ninety degrees. This turns on power. When a follower is turned, one of the powers from the side facing the follower's leader is turned on. If a leader turns another leader's follower, the follower's leader can turn on and pile one of

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the appropriate powers without using the energy normally needed but does not have to.

Leaders may turn followers to their fire sides or water sides freely as long as energy requirements are met. Turning a follower to its earth side or fire side requires the help of another power.

Powers usually work only until the commons are cleared. However, some powers are persistent and work for the rest of the game. If a power does not say 'all' and could change different things, the leader must pick just one thing to change.

Common Powers

The following powers are not printed on the cards but are common to all of them. These powers are immediate. All common powers are dynamic..

DROP AND DRAW: At any time, a leader may use 1! to DROP 1 (put it into its recycle bin) from that leader's hand and then DRAW 1 from that leader's deck.

DROP AND FIND: At any time, a leader may use 3! To DROP 2 from that leader's hand and FIND 1. To FIND, the leader looks through that leader's deck, finds the card, puts it into hand, and shuffles the deck.

ENERGY BURN: Cards may be burned for energy. To burn a card, put it face down in its recycle bin. Burned followers provide +3!, held cards +2!, and binned cards +1!.

MULCH: Any card in a recycle bin may be mulched by its leader at any time. To mulch a card, place it face down on the bottom of its deck. Mulching can be used to develop a gathered stone, but it does not need to be used that way. To develop a stone, turn it letter-side up.

Donations

A leader may give stones to another leader at any time. The other leader may accept or reject the donation. In a tournament, it is usually not proper to accept donations.

Closed, Privileged, and Open Information

Closed Information is information that no leader has the right to know. Closed information includes:

1. cards in decks that have not already been seen during the game by a leader

Privileged Information is information that usually only a card's leader has the right to know. Privileged information can be shared with other leaders. In a tournament, it is not proper for a leader to share privileged information without sharing it with all the leaders *unless* the tournament specifically allows it. It is always okay to reveal privileged information to all leaders at the same time. Privileged information usually includes:

1. which cards a leader has in hand
2. which cards have been placed on top of a deck from using powers like DECKSTACK
3. the faces of face-down cards on the workplace

Open information is information that every leader always has the right to know. All information that is not closed or privileged is open.

1. which cards are in the workplace
2. which powers are piled
3. which direction any follower is turned
4. the number of held cards each leader has
5. the number of cards remaining in each leader's deck
6. which binned and burned cards are in each leader's recycle bin
7. which cards were chosen to be mulched and in what order they went to the bottoms of their decks (This information is open only when it happens. After other actions, all players must rely on their memories.)
8. all information about stones is always open information. Leaders have a right to know which leader originally

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managed each stone, how many stones are in each leader's stone pile, which stones are gathered, which stones are developed, etc.

9. each leader's score
10. Which cards are shown or revealed as they are shown or revealed.

or, or, and and

If a power has 'or' in it, choose just one. If a POWER has 'or' in it, choose one or both. If a power has *and* in it, the power must do all of the things listed.

Face-Down Cards

Sometimes cards in the workplace are face down. Face-down cards are nameless rainbow followers that all have the same powers and have all eight of the card colors. When a card is turned over, it is RESET earth-side down, but no power is turned on this way. During S2, a leader may choose to SET a card face down.

SET: [0!]

± : [3!] TURN FACE DOWN 1

|| : [3!] TURN FACE UP 1

火 : [0!] +1!., *or* GET 1

~ : [1!] [0!] GATHER 1, *or* PRODUCE 1

Red Cards

♡ SET: [0!]

± : [!5] PRODUCE all stones in one workshop.

|| : [3!] All leaders GETs their stones. (Stones in their original leaders' workshops are not returned to their stone piles.)

! : [2!] STOP all gives. (After this power clears, no leader must give for the rest of the moment.)

火 : [0!] +1!., *or* all leaders GIVE 1 to the current leader.

~ : [2!] You do not have to GIVE *or* [0!] GATHER 2, DEVELOP 2, *or* PRODUCE 2.

T SET: [0!]

± : [4!] BIN all green followers.

Immediate, Set, Constant, Dynamic, and Persistent Powers

Immediate powers do not pile. Set powers turn on only when they are set and are immediate. Constant powers affect the game at all times. Dynamic powers can work at any time and are immediate. Set, constant, and dynamic powers do not pile. Persistent powers once turned on remain in effect for the rest of the game.

Special Effect

When a leader sets a card, if that leader then controls all cards in the deck of that color, all other leader's followers of that color are bounced. This includes face-down rainbow followers.

'Cannot' Trumps 'Can'

If a power says that you can do something, and another power says that you cannot, you cannot.

Shortcuts

Some words in the game have special meanings. Words in ALL CAPS are shortcut notes, and what they mean should be memorized. Check the **Glossary** at the end of this guide for definitions.

|| : [0!] If one leader GETs, all leaders GET the same. (If the giving leader is unable to give the same to all of the players, the get fails.)

! : [3!] TURN all followers. (The leader of each follower chooses to turn left or right and may choose to pile corresponding powers by providing !.)

火 : [0!] +2! *or* RESET all followers.

~ : [2!] If ROLL names a card, FIND it *or* [0!] GATHER 1, *or* PRODUCE 1.

= SET: [0!]

± : [0!] CHANGE a number to 0.

|| : [5!] CHANGE a number to ∞. (∞ is infinity.)

! : [2!] SHOW a card. CHANGE a follower to that card.

火 : [0!] +1!.

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- ~ : [1!] +1 or -1 to a number *or* [0!] GATHER 1, or PRODUCE 1.
- ? SET: [0!]
- ± : [1!] GRIND 5.
- || : [2!] TOPDECK a follower. (Put a follower on top of its deck. If this clears the follower, that follower's power fails.)
- ! : [5!] A leader SHUFFLEs all held cards into the deck *and* DRAWs that many cards.
- 火 : [0!] +1! *Or* GRIND 1.
- ~ : [7!] BOUNCE 1 *or* [0!] GATHER 1, or PRODUCE 1.
- I SET: [0!]
- ± : [0!] All gives go to you.
- || : [5!] STOP all powers. (All piled powers fail.)
- ! : [3!] You control 1 piled power. (When the power clears, you choose what it does.)
- 火 : [0!] +1!.
- ~ : [2!] One give goes to you *or* [0!] GATHER 1, or PRODUCE 1.
- U SET: [0!]
- ± : [1!] CHANGE who gives. (This power is immediate and can be used as a power clears.)
- || : [0!] GET 3! from a leader. (That leader must do everything possible to GIVE you 3!.)
- ! : [2!] CHANGE who gives or gets. (This power is immediate and can be used as a power clears.)
- 火 : [0!] +1!.
- ~ : [0!] GATHER 1, or PRODUCE 1, *or* [!] A leader gives for you. (This power is immediate and can be used as a power clears.)
- b SET: [0!]
- ± : [1!] STOP all STOPs. (Piled STOP powers fail, and no other STOP powers may be piled this moment.)
- || : [6!] DRAW 3.
- ! : [0!] STOP 1 BIN of a follower.
- 火 : [0!] +1!.
- ~ : [!] +2R *or* [0!] GATHER 1, or PRODUCE 1.
- ⊙ SET: [0!] Name a card. As long as this follower is in the workplace, that card has no powers.
- ± : [4!] All piled powers fail. (No power may pile on top of this power.)
- || : [7!] BIN and MULCH all followers. (MULCH may be used to develop.)
- ! : [0!] STOP a power, *or* BIN a follower that was set this moment, *or* BIN a follower that is being set. (This last power may be used during S2. If it is, it is immediate.)
- 火 : [0!] +1!.
- ~ : [6!] STOP a power *or* [0!] GATHER 1, or PRODUCE 1.
- ω SET: [0!]
- ± : [4!] Every follower's leader must provide 1! for each follower. Otherwise, the leader must BIN the follower.
- || : [1!] A follower's source must provide 3!. Otherwise the leader must BURN that follower.
- ! : [3!] Put this card on a follower. That follower cannot TURN or RESET. If this card is on a follower, it has no other powers.
- 火 : [0!] +1!.
- ~ : [!] A follower cannot PILE (This power is immediate.) *or* [0!] GATHER 1, or PRODUCE 1.
- H SET: [0!]
- ± : [1!] GATHER 3, DEVELOP 3, *or* PRODUCE 3.
- || : [5!] SCORE 2.
- ! : [1!] FORM a team (see Teams below), *or* STOP a STOP.
- 火 : [0!] +1!.
- ~ : [2!] STOP a STOP *or* [0!] GATHER 1, or PRODUCE 1.
- ♠ SET: [4!] BIN 1 *or* DROP 1.
- ± : [2!] TURN FACE UP 2 burned cards *or* BURN all binned cards.
- || : [4!] RECYCLE 2 *or* all leaders RECYCLE all binned cards.
- ! : [2!] BIN a piled follower. (Its power still works this moment.)
- 火 : [0!] +1!.
- ~ : [0!] GATHER 2, DEVELOP 1, *or* PRODUCE 1.

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♀ SET: [0!]
 ± : [6!] FIND 1 and SET it.
 || : [2!] STOP all followers from being binned *or* [4!] STOP all of your followers from being binned.
 ! : [3!] STOP a follower's power *or* [2!] STOP a follower from being binned.
 火 : [0!] +1!.
 ~ : [0!] GATHER 1, DEVELOP 2, *or* PRODUCE 1.

Orange Cards

↑ SET: [3!] BOUNCE 1
 CONSTANT: Numbers cannot be negative. (For negative numbers, use their absolute values.)
 ± : [1!] TURN FACE UP all binned cards.
 || : [7!] BOUNCE 3.
 ! : [3!] DRAW 1, BOUNCE 1, TOPDECK a binned card, *or* TURN FACE UP 1.
 火 : [0!] +1!.
 ~ : [2! BOUNCE] SET 1 *or* [0!] GATHER 1, *or* PRODUCE 1.
 ↓ SET: [0!]
 ± : [8!] All leaders SET all held cards.
 || : [5!] DROP 2
 ! : [4!] TURN FACE DOWN 1, DROP 1, RESET 1, *or* SET 1.
 火 : [0!] +1!.
 ~ : [3!] All leaders DROP 1 *or* [0!] GATHER 1, *or* PRODUCE 1.
 ← SET: [0!]
 ± : [9! BURN] BURN all purple followers.
 || : [7! BIN] BOUNCE all followers.
 ! : [0!] TURN a follower to the left, *or* BOUNCE a follower that was set this turn,
 火 : [0!] +1!.
 ~ : [4!] the leader on your left GIVES 3 to you, *or* [0!] GATHER 1, *or* PRODUCE 1.
 → SET: [0!]
 ± : [1!] You may SET 1. If you do, this power passes to the left until a leader chooses to not set a card. Power requirements for setting cards must still be met. (Once this process has begun, no powers may PILE until this

power has cleared. This includes SET powers.)
 || : [4!] GET all of your stones.
 ! : [0!] TURN a follower to the right, *or* all leaders may SET 1.
 火 : [0!] +1!.
 ~ : [4!] The leader on your right must GIVE 3 to you *or* [0!] GATHER 1, *or* PRODUCE 1.
 : SET: [0!]
 ± : [8!] All piled powers fail. (This power is immediate.)
 || : [9!] As long as this card is turned to ||, no card may be reset.
 ! : [6!] STOP the turn. (This power is immediate. All piled powers fail.)
 火 : [0!] +1!.
 ~ : [0!] GATHER 1, *or* PRODUCE 1.

Yellow Cards

C SET: [0!] DECKSTACK 3.
 ± : [4!] You may DECKCHECK 3 your deck at any time. (This power is persistent.)
 || : [3!] DRAW 5. Then TOPDECK 4 of your held cards.
 ! : [1!] A leader SHOWs you all held cards. Then DECKCHECK 3 that leader's deck.
 火 : [0!] +1!.
 ~ : [4!] All leaders SHOW all held cards, *or* [0!] GATHER 1, *or* PRODUCE 1.
 D SET: [1!] A leader must SHOW you all held cards.
 ± : [7!] FIND 2
 || : [2!] All leaders SHOW you all held cards.
 ! : [4!] STOP a piled follower, *or* FIND 1.
 火 : [0!] +1!.
 ~ : [1!] DECKCHECK 3, *or* [2!] DECKSTACK 1 *or* [0!] GATHER 1, *or* PRODUCE 1.
 * SET: [0!]
 ± : [9!] RECYCLE all cards from a recycle bin.
 || : [5! RESET] BIN a follower.
 ! : [4!] BIN a follower, STOP a follower from being binned, *or* RECYCLE 1.
 火 : [0!] +1!.

GAMES

- ~ : [3!] RESET *or* TURN a follower, *or* [0!] GATHER 1, *or* PRODUCE 1.
- △ SET: [0!]
- ± : [7!] Choose a number, #. You DROP # and FIND #.
- || : [2!] Name a card. A leader must LOCATE, DROP, and MULCH it.
- ! : [4!] STOP all gives.
- 火 : [0!] +1!.
- ~ : [2!] A leader must SHOW you all held cards, *or* [0!] GATHER 1, *or* PRODUCE 1.
- SET: [0!]
- ± : [4!] All leaders MULCH all cards in recycle bins.
- || : [2!] MULCH 5.
- ! : [5!] DROP 2 at random, *or* become the manager of another manager's follower and RESET it.
- 火 : [0!] +1!.
- ~ : [0!] All leaders SHOW 1 *or* [0!] GATHER 1, *or* PRODUCE 1.
- Green Cards**
- ± SET: [0!]
- ± : [3!] You do not have to SHOW cards to other leaders. (This power is persistent. You still have to SHOW cards to use powers that require it.)
- || : [9!] SET all binned cards in your recycle bin.
- ! : [7!] SCORE 3 *or* [5!] put a stone letter-side up in the workplace. It has the powers of the card that shares a letter with it.
- 火 : [0!] +2!
- ~ : [0!] GATHER and DEVELOP 1 *or* PRODUCE 1.
- || SET: [2!] BOUNCE 1.
- ± : [6!] BOUNCE 1 of each other leader's followers.
- || : [6!] RECYCLE 3.
- ! : [3!] Followers cannot be stopped.
- 火 : [0!] +1!.
- ~ : [6!] Name a card and BOUNCE all cards with that name, *or* [0!] GATHER 1, *or* PRODUCE 1.
- ! SET: [2!] TOPDECK 1 held card at random.
- ± : [7!] RECYCLE 3
- || : [7!] FIND 1, RECYCLE 1, and DRAW 1.
- ! : [7!] DRAW 3, *or* DECKSTACK 5 and DRAW 1, *or* RECYCLE 1, *or* shuffle all cards in a recycle bin into their deck.
- 火 : [0!] +1!.
- ~ : [5!] STOP a follower *or* [0!] GATHER 1, *or* PRODUCE 1
- 火 SET: [2!]
- CONSTANT: This follower cannot be burned.
- ± : [5!] Name a card. That card has no powers. (This power is persistent.)
- || : [8!] SCORE -3.
- ! : [2!] BIN a follower. This power is UNSTOPPABLE.
- 火 : [0!] +1!.
- ~ : [4!] SCORE -1.
- ~ SET: [4!] TOPDECK 1 follower.
- ± : [1!] SCORE 1.
- || : [7!] RAZE 3
- ! : [#! And BIN one of your followers] Then GET #, *or* BIN a follower.
- 火 : [0!] +1!.
- ~ : [3!] RAZE 1 *or* [0!] GATHER 1, *or* PRODUCE 1.
- Gray Cards**
- (SET: [0!]
- CONSTANT: During every S1, the current leader draws an extra card.
- LIMITATION: This card cannot be used for energy burn.
- ± : [0! BIN] RECYCLE 1
- || : [2! BIN] NULL.
- ! : [1!] SET this card and CONNECT it one of your followers. (This power is dynamic.) While this card is connected, you may BIN the connected follower for DROP 1. (This power is dynamic.)
- 火 : [0!] +1!.
- ~ : [0! BIN] +5! *or* [5!] TURN a follower to the left.
-) SET: [0!]
- ± : [0! BIN] DRAW 1

GAMES

|| : [4!] Leaders may not pile powers. (This power is immediate. Other powers on the pile clear normally.)

! : [1!] SET this card and CONNECT it to one of your followers. (This power is dynamic.) While this card is connected, you may BIN the follower for DRAW 1. (This power is dynamic.)

火 : [0!] +1!

~ : [5! BIN] BIN a follower *or* [5!] TURN a follower to the right.

_ SET: [0!]

± : [7! BURN] Choose a color. BIN all followers of that color.

|| : [9!] Set aside all followers, held cards, and recycle bins. All piled powers. Each leader draws six cards. (Leaders may MULCH before this power clears.)

! : [3!] SET this card and CONNECT it to a follower you manage. While this card is connected, during every PILE stage, SCORE -1. (This power is dynamic and can be used even if this card is set as a follower.)

火 : [0!] +1! *or* TURN a follower.

~ : [1! BIN] BURN a follower.

{ SET: [0!]

CONSTANT: At the end of S3, if the current leader has more than 6 held cards, that leader must DROP down to 6 cards.

± : [9!] TURN OVER all cards.

|| : [8!] BIN all gray cards.

! : [5!] SET this card and CONNECT it to one of your followers. While this card is connected, that follower is inviolable. (This power is dynamic and can be used even if this card is set as a follower.)

火 : [0!] +1!

~ : [2! BIN] BOUNCE 2.

} SET: [3!]

± : [1!] All leaders DRAW 2.

|| : [3!] Choose a color and a leader. That leader now leads this follower. That leader must BIN all followers of the chosen color. For as long as this follower follows that leader, that leader cannot SET or PILE cards of the chosen color.

! : [2!] CONNECT this card to a follower. While this card is connected, any power that would BIN, BURN, or BOUNCE the follower fails. (This power is dynamic and can be used even if this card is set as a follower.)

火 : [0!] +1!

~ : [!] BIN this card. RECYCLE 2.

Blue Cards

^ SET: [0!]

± : [9! BIN] For the rest of the game, once per moment, you may change one '*or*' to '*and*'.

|| : [6!] RESET all of your followers.

! : [5!] CHANGE one '*or*' to '*and*', *or* DUPLICATE any piled power.

火 : [0!] +1!

~ : [0!] ^ *or* [1!] PRODUCE 1, DEVELOP 1, and GATHER 1. (You must do all three in the specified order or the power has no effect.)

v SET: [0!]

± : [6!] CHANGE any piled powers with '*or*' in them to different powers that could have been chosen.

|| : [5!] Gather up all followers. Shuffle them. Starting with yourself and dealing to the left, redistribute the cards. Each leader SETs all of the cards received face up. Those followers follow the leaders who received them until they leave the workplace.

! : [!] CHANGE a piled power with '*or*' in it to a different power that could have been chosen.

火 : [0!] +1!

~ : [!] v *or* CHANGE a piled power with '*or*' in it to a different power that could have been chosen, *or* [0!] GATHER 1, *or* PRODUCE 1.

▷ SET: [0!]

± : [7! BIN] For the rest of the game, all powers require +1!

|| : [5! BIN] All powers require +2!. (Piled powers require +2 or they are stopped.)

GAMES

- ! : [0!] Put this card on a follower. That follower cannot TURN or RESET. Name a card. At any time, that follower's source may show the named card and BOUNCE this card. While this card is on a follower, it has no other powers.
- 火 : [0!] +1!
- ~ : [!] \supset or [0!] GATHER 1, or PRODUCE 1
- < SET: [0!]
- ± : [6!]TURN OVER all developed stones.
- || : [2!] All powers require -1!. (This will not reduce ! requirements to less than 0.)
- ! : [1!] -1. (This can be applied to any number on the pile.)
- 火 : [0!] +1!
- ~ : [0!] <, or [0!] GATHER 1, or PRODUCE 1
- > SET: [0!]
- ± : [! BIN]For the rest of the game, during S1, you may RESET one follower fire-side down. (Using this power more than once will not increase the number of followers you may reset this way.)
- || : [2!] All powers require +1!. (This does not apply to powers already piled.)
- ! : [1!] +1. (This can be applied to any number on the pile.)
- 火 : [0!] +1!
- ~ : [!] > or [0!] GATHER 1, or PRODUCE 1
- Indigo Cards**
- + SET: [0!] FORM 1. (If possible, you may form a team.)
- ± : [6! BIN] All numerals get +1. (This power is persistent. Using this power multiple times has a cumulative effect.)
- || : [8!] SCORE # where # is on one of your followers.
- ! : [0!] Add to a piled number any number that is piled, on a follower, or on a held card you SHOW, or CHANGE a negative number to a positive number.
- 火 : [0!] +1!
- ~ : [0!] +, or [0!] GATHER 1, or PRODUCE 1
- SET: [0!]
- ± : [6! BIN]For the rest of the game, all numerals get +1. (Using this power multiple times has a cumulative effect.)
- || : [8!] SCORE -# where # is on a follower you manage.
- ! : [0!] Subtract from a piled number any number that is piled, on a follower, or on a held card you SHOW, or CHANGE a positive number to a negative number.
- 火 : [0!] +1!
- ~ : [0!] -, or RAZE 1
- x SET: [0!]
- ± : [8!]Multiply all piled numbers the pile by any number that is piled, on a follower, or on a held card you SHOW.
- || : [5!] Double all piled numbers.
- ! : [0!] Multiply a piled number by any number that is piled, on a follower, or on a held card you SHOW.
- 火 : [0!] +1!
- ~ : [0!] x, or [0!] GATHER 1, or PRODUCE 1
- / SET: [0!]
- ± : [8!]Divide all piled numbers by any number that is piled, on a follower, or on a held card you SHOW. (Round up or down appropriately.)
- || : [5!] Halve and round up all numbers in the pile.
- ! : [0!] Divide a piled number by any number that is piled, on a follower, or on a held card you SHOW.
- 火 : [0!] +1!
- ~ : [0!] /, or [5!] STOP all persistent powers, or [0!] GATHER 1, or PRODUCE 1.
- . SET: [0!]
- ± : [0!] After this power clears, you may SCORE -1 for each 2! (You may meet the power requirement after the card has been cleared. The scoring does not pile.)
- || : [6!] STOP all powers from one leader.
- ! : [0!] Put this card in your stone pile. If you would GIVE stones, you may provide 1! to BOUNCE this card instead. (This power is dynamic.

GAMES

When in the stone pile, this card is not a follower, cannot be binned or burned, and its other powers cannot be used.)

- 火 : [0!] +1!
- ~ : [0!] GATHER 1, or PRODUCE 1.

Purple Cards

The Shapeshifter.

SET: [0!]

DYNAMIC: This follower's number can be changed at any time to any piled number, a number on a follower, or a number on a held card you SHOW.

- ± : [8!] RAZE all stones.
- || : [#!] DUPLICATE any ~ power on the workplace. (# is the power requirement of that power.)
- ! : [0!] # (# can be any other number in the pile, on a card on the workplace, or on a held card you SHOW.)

- 火 : [#!] +#!, or GET #.
- ~ : [0!] #, or [#!] GATHER #, DEVELOP #, or PRODUCE #

0 SET: [0!]
 CONSTANT: Other leaders cannot BIN or BURN this card.

- ± : [7!] STOP all followers' powers
- || : [6!] CHANGE all numbers on the pile and on the workplace to 0.
- ! : [0!] 0.
- 火 : [0!] +0!, or, [0!] GET 0, or [9!] BIN, and MULCH 9] SET Elder 𠄎.
- ~ : [0!] 0 or [9!] STOP a follower's power or [0!] GATHER 1, or PRODUCE 1.

1 SET: [0!]
 REVEAL: 1
 SET: [4!] +1! and you may ENGRAVE a binned card by placing it face up under this card. This card has all powers of the engraved card. The engraved card is not a follower and cannot be turned. When this card leaves the workplace, you must BOTTOMDECK the engraved card.

- ± : [9! BIN] Your powers are unstoppable.
- (
- || : [2!] RESET 1.
- ! : [6!] BIN 1.

火 : [0!] +1!, or [1!] GET 1, or [9!] BIN, and MULCH 9] SET Elder 𠄎.

~ : [1!] DRAW and DROP 1 or [0!] GATHER 1, or PRODUCE 1.

2 SET: [2!] +2!
 REVEAL: 2
 CONSTANT: UNSTOPPABLE. (This follower's powers are unstoppable.)

- ± : [!]
- || : [5!] RESET 2
- ! : [3!] RESET 1
- 火 : [0!] +2!, or [2!] GET 2, or [9!] BIN, and MULCH 9] SET Elder 𠄎.

~ : [0!] 2 or [0!] GATHER 1, or PRODUCE 1

3 SET: [3!] +3!
 REVEAL: 3

- ± : [3!] NULL or [!]
- || : [3! BIN] RESET 3
- ! : [!] STOP 1

火 : [!] +3!, or [3!] GET 3, or [9!] BIN, and MULCH 9] SET Elder 𠄎.

~ : [!] 3 or [!] FORM a team, or CONNECT a gray card to a follower, or [0!] GATHER 1, or PRODUCE 1.

4 SET: [4!] +4!
 REVEAL: 4

- ± : [!] or [!]
- || : [4! BIN] RESET 4
- ! : [!] DRAW 2

火 : [!] +4!, or [4!] GET 4, or [9!] BIN, and MULCH 9] SET Elder 𠄎.

~ : [!] 4 or [0!] GATHER 1, or PRODUCE 1.

5 SET: [5!] +5!
 REVEAL: 5

- ± : [!] or [!]
- || : [5! BIN] RESET 5.
- ! : [3!] SCORE 1 or SCORE -1

火 : [0!] +5!, or [5!] GET 5, or [9!] BIN, and MULCH 9] SET Elder 𠄎.

~ : [0!] 5 or [0!] GATHER 1, or PRODUCE 1.

6 SET: [6!] +6!
 REVEAL: 6

CONSTANT: If another 6 card is SET, BIN all 6 followers.

GAMES

- ± : [8!] MULCH 6, and you DROP 4] All leaders BIN all followers, DROP all held cards, MULCH all cards in recycle bins, and RAZE all stones.
- || : [6! BIN] RESET 6.
- ! : [5!] RAZE 1 from each other leader.
- 火 : [0!] +6!, or [6!] GET 6, or [9!, BIN, and MULCH 9] SET Elder [.
- ~ : [0!] 6 or [1!] STOP a 6 card from being SET, or [0!] GATHER 1, or PRODUCE 1.
- 7 SET: [7!] +7!
REVEAL: 7
- ± : [6!] SET all cards from all recycle bins. (If a card is face down in a recycle bin, it is SET face down.)
- || : [7! BIN] RESET 7.
- ! : [5!] RECYCLE 2
- 火 : [0!] +7!, or [7!] GET 7, or [9!, BIN, and MULCH 9] SET Elder I.
- ~ : [0!] 7 or [6!] Put a binned card in workplace or [0!] GATHER 1, or PRODUCE 1.
- 8 SET: [8!] +8!
REVEAL: 8
While this follower is in the workplace, you may DRAW from either the top or bottom of your deck.
- ± : [9!] When you MULCH, RECYCLE instead.
- || : [8! BIN] RESET 8
- ! : [!] FIND 1
- 火 : [0!] +8!, or [8!] GET 8, or [9!, BIN, and MULCH 9] SET Elder [.
- ~ : [0!] 8 or [0!] GATHER 1, or PRODUCE 1
- 9 SET: [9!] +9!
REVEAL: 9
CONSTANT: If this card would go to its recycle bin, shuffle it into its deck instead.
- ± : [6!, BIN, and you DROP 2] End all persistent powers. For the rest of the game, no other powers can persist.
- || : [9! BIN] RESET 9
- ! : [1!] +5!
- 火 : [0!] +9!, or [9!] GET 9, or [9!, BIN, and MULCH 9] SET Elder ∩.
- ~ : [0!] 9 or [9! BIN] RAZE 9 or SCORE -9.
- ⊕ SET: [0!]
- ± : [⊕!, BIN, you DROP all held cards] DRAW and SET 10. (You must set the cards you draw. Power requirements for those cards are ignored.)
- || : [0! BIN] +⊕! (⊕ is infinity.)
- ! : [3!] DRAW 1. Then SHUFFLE this card into its deck.
- 火 : [0!] +#! Where # is the energy requirement of one power.
- ~ : [⊕! BIN] No card is inviolable.

Elders

Once an Elder card has been set, no other player may set that elder card.

If all ten elders are in the workplace, all players immediately become God and win. (Elder cards can be replaced with cards for the ten advanced LETs of ⊕T.)

Elder } INVIOABLE (This card cannot leave the workplace, and all powers directed to it fail.) You always have ⊕!.

Elder † INVIOABLE Your followers are inviolable.

Elder ‡ INVIOABLE You may TURN followers 180 degrees.

Elder ∩ INVIOABLE When you DRAW, you may FIND instead.

Elder ∪ INVIOABLE You may DROP and FIND at any time.

Elder ∩ INVIOABLE During S2, you may SET an extra card. Whenever you SET, you may DRAW.

Elder [INVIOABLE Choose a color. BIN all cards of that color. Cards of that color may not be set or piled.

Elder I INVIOABLE During S1 before you draw, SET the bottom card of your deck.

Elder] INVIOABLE When you MULCH, put the card into your hand instead of on the bottom of your deck.

Elder ∩ All ! powers fail.

INVIOABLE All ! powers fail.

GAMES

Teams

Some cards can be used together to FORM teams. Teams are formed of two cards that partly overlap. The top card is read first. Team powers are constant.

♠ ♀ You may SET one extra card during S2.

♥ T Whenever you DRAW, you may FIND instead.

Once during each S3, you may pile any number.

♠ ♥ When ♠♥ is paired, you may ENGRAVE by taking one non-red

binned card from your recycle bin and setting it with ♠♥. During S1 before you draw, you may BURN the engraved card and then engrave a binned card from your recycle bin. If the engraved follower would be binned, BURN it instead.

b♠ Once during each S3, when the pile first begins to clear, you may STOP 1.

I U During each S3, the first time a leader gives or gets, you choose who gives and who gets.

Infinite Arithmetic

POWERS has arithmetic combinations. You can do arithmetic with ♠. (You cannot learn this in regular school. Trust me. I have argued with people about this until I was blue in the face.)

$$\spadesuit + -\spadesuit = 0$$

$$-\spadesuit + \spadesuit = 0$$

$$\spadesuit + \spadesuit = \spadesuit$$

$$-\spadesuit + -\spadesuit = -\spadesuit$$

$$\spadesuit - \spadesuit = 0$$

$$-\spadesuit - -\spadesuit = 0$$

$$\spadesuit - -\spadesuit = \spadesuit$$

$$-\spadesuit - \spadesuit = -\spadesuit$$

$$\spadesuit \times \spadesuit = \spadesuit$$

$$\spadesuit \times -\spadesuit = -\spadesuit$$

$$-\spadesuit \times \spadesuit = -\spadesuit$$

$$-\spadesuit \times -\spadesuit = \spadesuit$$

$$\spadesuit / \spadesuit = 1$$

$$-\spadesuit / -\spadesuit = 1$$

$$\spadesuit / -\spadesuit = -1$$

$$-\spadesuit / \spadesuit = -1$$

Where # is 0 or any finite number:

$$\spadesuit + \# = \spadesuit$$

$$\# + \spadesuit = \spadesuit$$

$$\spadesuit + -\# = \spadesuit$$

$$-\# + \spadesuit = \spadesuit$$

$$-\spadesuit + \# = -\spadesuit$$

$$\# + -\spadesuit = -\spadesuit$$

$$-\spadesuit + -\# = -\spadesuit$$

$$-\# + -\spadesuit = -\spadesuit$$

$$\spadesuit - \# = \spadesuit$$

$$\# - \spadesuit = -\spadesuit$$

$$\spadesuit - -\# = \spadesuit$$

$$-\# - \spadesuit = -\spadesuit$$

$$-\spadesuit - \# = -\spadesuit$$

$$\# - -\spadesuit = \spadesuit$$

$$-\spadesuit - -\# = -\spadesuit$$

$$-\# - -\spadesuit = \spadesuit$$

Where # is any finite positive number:

$$\spadesuit \times \# = \spadesuit$$

$$\# \times \spadesuit = \spadesuit$$

$$-\# \times -\spadesuit = \spadesuit$$

$$-\spadesuit \times -\# = \spadesuit$$

$$-\spadesuit \times \# = -\spadesuit$$

$$\# \times -\spadesuit = -\spadesuit$$

$$\spadesuit \times -\# = -\spadesuit$$

$$-\# \times \spadesuit = -\spadesuit$$

$$\spadesuit / \# = \spadesuit$$

$$\spadesuit / -\# = -\spadesuit$$

$$-\spadesuit / \# = -\spadesuit$$

$$-\spadesuit / -\# = \spadesuit$$

$$\# / \spadesuit = 0$$

$$-\# / \spadesuit = 0$$

$$\# / -\spadesuit = 0$$

$$-\# / -\spadesuit = 0$$

GAMES

Dividing by 0

$$0 / 0 = 1$$

Where \oplus is any finite positive number:

$$\oplus / 0 = \oplus$$

$$-\oplus / 0 = -\oplus$$

$$\oplus / 0 = \text{madness}$$

$$-\oplus / 0 = \text{insanity}$$

Dividing by 0 is what got this whole mess started. Have fun dividing by 0, but be careful...

[Note: Standard arithmetic leaves dividing by zero and infinity undefined. There is no quandary here. A simple provision of definitions is all that is needed. However, definitions should be non-arbitrary. For any finite non-zero number $\#$, $\#/\# = 1$. This can easily be simplified to: for any number \oplus , $\oplus/\oplus = 1$. Thus, $0/0 = 1$. Other creative arithmetic found in this game is based on similar assumptions. Where \oplus is finite, $\oplus/\infty = 0$ and $\oplus/-\infty = 0$ are easy assumptions to make since there is no other number small enough to represent the result.

While some systems of thought might

Madness and Insanity

If a leader divides ∞ by 0, madness happens. Each leader must SET all 54 basic cards but does not set Elder cards not already in the workplace. If there is no winner by the end of the moment, all managers lose. If a leader divides $-\infty$ by 0, insanity happens. Each leader must SET all 64 cards face down. At the end of the moment, the leaders with the most stones become God.

Leaving the Game

A leader who wants to leave a game picks up all of that leader's cards and stones, and play continues normally with the remaining players.

determine that $\infty^2 > \infty$, the concept that there are multiple cardinalities of infinity is analytic nonsense, the diagonal proof notwithstanding. The diagonal proof relies on the imaginary assumption that one has a list of all numbers and then develops a procedure for generating a number that is not on the list. Using one's imagination is all well and good, but there can be no such list because the list would need to be infinite. The diagonal proof relies on a purely imaginary impossibility. From a contradiction, all else follows. From an impossible assumption, one could construct an infinite series of cardinalities of infinity, but that is not a proper way to develop a theory. Assuming the impossible, all is possible. Assuming an impossible list, any list one wishes to imagine can be shown to exist. THC]

Running out of Resources

If you cannot DRAW, you have run out of resources, GIVE all stones you control to other leaders and continue. (*Skip P2 of your moments. You cannot become the Leader.*)

If all leaders run out of resources, everyone dies.

Reinventing the Game

These rules are just a model for playing. Feel free to invent new ideas. Invent new cards. The only limits are your imagination and what you can get others to agree to try. One cardinal rule, however, is that everyone who plays must have access to ALL of the cards and all of the rules.

GAMES

Cheating

Since this game is in some respects designed to teach about life, at some point learning how to cheat should be incorporated into game play. Somewhere along the line, powerful and successful people most likely had to cheat somehow. It might have been lying on a resume, making promises the person had no intention of keeping, etc. Two essential skills that all people need to learn to be successful in this world are how to cheat without getting caught and how to spot cheaters.

Cheating in Powers should not be allowed with learners (Unfortunately, in the real world, liars and cheats often feel free to take advantage of anyone). Cheating is an advanced part of game play. Once players have developed competence and confidence in playing Powers, players should agree to allow cheating. Cheating may include things such as gathering stones symbol-side up so that they are already developed, playing powers that cards do not have, gaining advantages through 'creative' arithmetic, etc. Playing

this way develops skills essential for success in the real world along with providing a safe environment for learning how to detect and deal with cheating.

In casual play, players should agree to a penalty for getting caught cheating (or just making a mistake since all accomplished cheats can always feign incompetence). This could include losing points, binning followers, dropping cards, etc.

In high-level tournament play, cheating is allowed. Referees who spot cheats must not call them out. That is the responsibility of other the players. In a tournament, a player who is caught cheating once can be penalized with an automatic game loss and for getting caught a second time can be dropped from the tournament. Players who wish to organize more realistic tournaments may agree to allow the referees to be biased or determine some other way to skew the odds in favor of particular players who have worked to rig the game. This is a reflection of reality and therefore a reasonable aspect to be incorporated into Powers.

POWERS Glossary

Binned cards are cards in a recycle bin.

BIN means to put a card face up into its recycle bin.

BOTTOMDECK means to put a card on the bottom of its deck.

BOUNCE means to put a follower into its source's hand.

BURN means a card goes face down into its recycle bin. Burned cards cannot be recycled, but they can be mulched.

CHANGE means to make something become different.

Color is the color of a card.

CONNECT means to put a card together with a follower. This gives extra powers to the connected follower.

Constant powers do not pile and are always working.

DECKCHECK look at the top card of a deck and then put it back.

DECKSTACK # look at the top # cards of a deck. Then put them on the top or bottom of the deck as you choose in any order.

DEVELOP means to turn a symbol-side-down stone in a nursery or workplace symbol-side up.

DRAW means draw a card.

DROP means discard.

Dynamic powers can be used at any time and are immediate.

FIND means for a leader to look through that leader's deck for a card and put it into hand.

FAIL means a power has no effect.

Followers are card in the workplace.

FORM means to put two cards together to make a team.

GAMES

GATHER means for a leader to put a stone from that leader's stone pile symbol side down into that leader's nursery or workplace.

GET means a leader gives stones to you. If the ! symbol appears the leader gives ! instead of stones.

GIVE means you give stones to a leader.

GRIND means to BIN cards from the top of a deck.

Hand means the cards in a leader's hand.

Held means that a card is in a hand.

Immediate powers do not pile and clear immediately before anything else happens.

Leader means a player.

LOCATE check recycle bin then hand then deck until the card is found and then put into hand.

MULCH means to put a card from a recycle bin on the bottom of its deck. For each mulched card, the player may DEVELOP 1.

Numerals are numbers written with the number letters. 1, 2, and 3 are numerals. 'One', 'two', and 'three' are not numerals.

Team means a set of two cards that go together to give them additional powers.

Persistent powers do not pile and after they are turned on work for the rest of the game.

Pile is a part of the workplace where powers are piled.

PILE means to put a power onto the pile.

Powers are ways cards can affect the game.

PRODUCE means to remove a face up stone from a workplace or nursery. The workplace or nursery's owner scores a point. The stone goes back to that leader's stone pile.

RAZE means a gathered or developed stone is returned to its source's stone pile.

RECYCLE means choose a card from a recycle bin and put it into hand.

Recycle bin means a discard pile.

RESET means to turn a card on the workplace back to its starting position earth side down up. Powers are not activated by a reset.

REVEAL means to show a card in your hand to pile one of that card's powers.

ROLL means for a leader to roll Phonics Dice and form a syllable.

Set powers do not pile and clear when a card is SET.

SET means for a leader to put a held card in the workplace.

SHOW means show the front of a card in hand to the other leaders.

SHUFFLE means to mix the cards in a deck.

Stone pile means a leader's stones.

STOP causes a power to fail. Only piled powers can be stopped.

TOPDECK means to move a card to the top of its deck.

TURN means to rotate a card on the workplace ninety degrees to the left or right.

TURN FACE DOWN means to flip over a card so that its back is up.

TURN FACE UP means to flip over a card so that its front is up.

TURN OVER applies to cards and stones.

Unstoppable describes a power that no other power can stop.

Untouchable means that only the follower's leader may BIN, BURN, TURN, or STOP the follower.

Workplace is the part of the play area where followers are set.

[Since there was an extra page left in this quire, I decided that it is a good place to publish a paper written by a close friend that was rejected for publication. It seemed like a better use of the page than an advertisement. Why the observation made in the following paper was deemed unfit for publication remains a mystery. Should the author ever submit it to any ⊕T university, I am certain that he would immediately be issued a PhD. ♥ANON]

A Fundamental Error in Truth-Table Construction

Problem

There is a fundamental error in the standard method of constructing truth tables. Logical operators are defined by their truth tables. The truth table below defines the logical operator for negation.

	A	$\neg A$
1.	T	F
2.	F	T

Each cell of a truth table is assigned one of two values, 'true' (T) or 'false' (F). However, 'false' *means* 'not true'. The concept of 'not' is used to define the logical operator for negation. The logical operator for negation *means* 'not'. Using the standard method of truth-table construction, 'not' is used to define 'not'. This is a circular definition that leads to *petitio principii* when proving the validity of certain argument forms such as *modus tollens*. The standard method of constructing truth tables is defective.

Solution

The only truth value that is useful in logic is 'true'. The concept of 'false' is of no logical consequence. No value other than 'true' is needed to complete a truth table. Cells that are not assigned a value of 'true' should be left blank. Truth tables generated via this method will serve their intended purposes while avoiding the fallacy.

The table below shows a properly written truth table for negation.

	A	$\neg A$
1.	T	
2.		T

이제 이 책을 보십시오

M.A., The Ohio State University

KIT 영어교수님

부산, 대한민국

♡:4/5/4/7